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A new semi-irregular column
featuring the idle musings of a
collector gone wrong...

CAPTION'S CHAIR - GAME BOY®

Game Boy is the red-headed stepchild of the NES. It should have been relegated to cleaning and cooking for the other children, with only mice and birds to call friends and a deranged belief that they can talk to you and sew a magic gown for the ball. Bad ports of games, inscrutable graphics, a green screen (ow, my eyes), and requiring the virgin blood of 4 costly AA batteries, Game Boy should have been the biggest disappointment of my childhood. You were but a pale imitation compared to the awesomeness and sheer ingenuity of the Game Gear and the Lynx. Yet I wanted you, from the core of my being. I desired to hold in my grubby hands the power of Nintendo's portable package of profound bliss. My cousins had two, my best friend had one... that kid who sat on me during recess and spat at me from the jungle gym probably had one! Jealousy, oh sweet green envy, how you burrowed into the depths of my soul to hide until the tragic day when paycheck and disposable income would usher you forth into the light with the fire of a thousand suns...

Why does it fascinate me so? Is it just the child in me pandering to be given the lollipop denied in my youth? The tootsie pop I could never lick to the center of alone? What's the real reason why this has become the (not-so) sole focus of my collecting ambition? Fate? Greed? NO! To these I say: "Nay!" Indeed, what drives me is the truth and purity of true a collector's spirit. That indomitable drive to find and preserve a moment in history where the underdog urinated into the wind and was not sprayed! Game Boy triumphed over his aggressors!

...Well, kinda. Also part of the reason is my unfailing need to be different. The NES is the boon of the classic gaming industry (say some), yet I desire it little. It furnishes me with the playing of roles in games that bemuse me once in a while, but to it I can no longer say I have need for its succulent embrace, nor do I desire the milk of its teat any longer.* I

can find my own way, and while the right goes right, I choose LEFT!, trends be damned! Its domain is now but a haven and market for my quest to seek those pieces which I lack. It's an Adventure on which Spud has embarked... a famine in the far off land, whose sole salvation was the simple yet Amazing Tater. If only the holy church of much of the known world, beset in adversarial way by that Bible, NIV, could overcome its inefficiencies to rise to new Levels, blowing trumpets as Joshua of old would have done! (Ok, that was a stretch). Too many titles, so little verse to render. But I digress.

In earnest, I close my words of folly by saying the reward is worth the challenge. To come to the end and know that you set yourself upon this path for no other reason than "it must be done," is a wholly worthy goal. Come, join with me in the halls of the Game Boy hobby. Seek all that there is to understand and cast off the demons of your NES-past. We will sing merry songs once more and feast on the hearts of our enemies! Or just plug in the gamelink and have a wicked good time...

Game Boy Factoids!

When collecting for Game Boy, the only truly rare part is the box. That is correct. Those Cool Ball and F-1 Pole Position carts you have hidden away in your nightstand aren't worth squat (i.e. less than \$50). The money is 100% in the cardboard, baby. "Why?" you say. Well, just as with NES boxes, the cardboard Game Boy husks were ravaged by children eager to taste the entrails of their cart-laden innards. Cast out into the vicious elements of the wild, the game boxes of a helpless little portable system are defenseless, and the desolate picture becomes sorrowfully clear.

So here is one humble sojourner's opinion on the relatively rare Game Boy boxes based on both personal experience and the wonderful database right here at [NintendoAge](#):

The **BIG Three** - These boxes are the holy grail of Game Boy. Each one is a Stadium Events in rarity!

Amazing Tater
F-1 Pole Position
Spud's Adventure

The Top Contenders - A few of these may have come up for sale in the last 6 months through various sources, some have not been seen at all. Keep your eyes peeled, because any one of them could jump to the big ring at any time!

All-Star Baseball '99
Blaster Master Boy
Blues Brothers
Captain America
and the Avengers
Cool Ball
Fastest Lap
Fish Dude
Flintstones: King Rock Treasure Island
NIV Bible and the 20 Lost Levels of Joshua
Spiritual Warfare
Stop that Roach!
Toxic Crusaders
WCW: The Main Event



The Popular Crowd - While not rare in any sense, these titles' boxes command a premium due to their popularity among gamers, usually because they are part of a beloved series.

Castlevania Adventure
Castlevania II: Belmont's Revenge
Castlevania Legends
Kid Icarus: Myths and Monsters
Mega Man IV
Mega Man V

There are other titles out there, more rare and valuable than these, but garner less attention than they should. Given that, I leave it to you to seek out these hidden gems, diamonds in the rough. And when your journey yields such precious as these, PM me!

[Editor's note: The US NES Teat Milk Council does not endorse this article, and further wishes to express that "Pasteurized, digitized NES teat milk is part of the NESRDA Food Pyramid-of-Ra.]

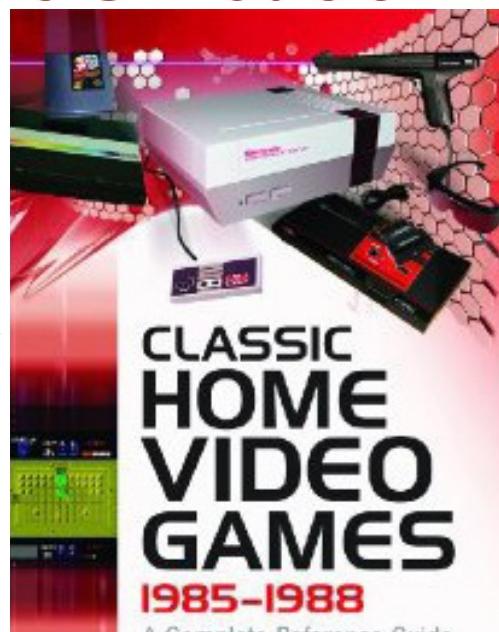


FiNESt Literature

DANGEVIN
(Dan Langevin)

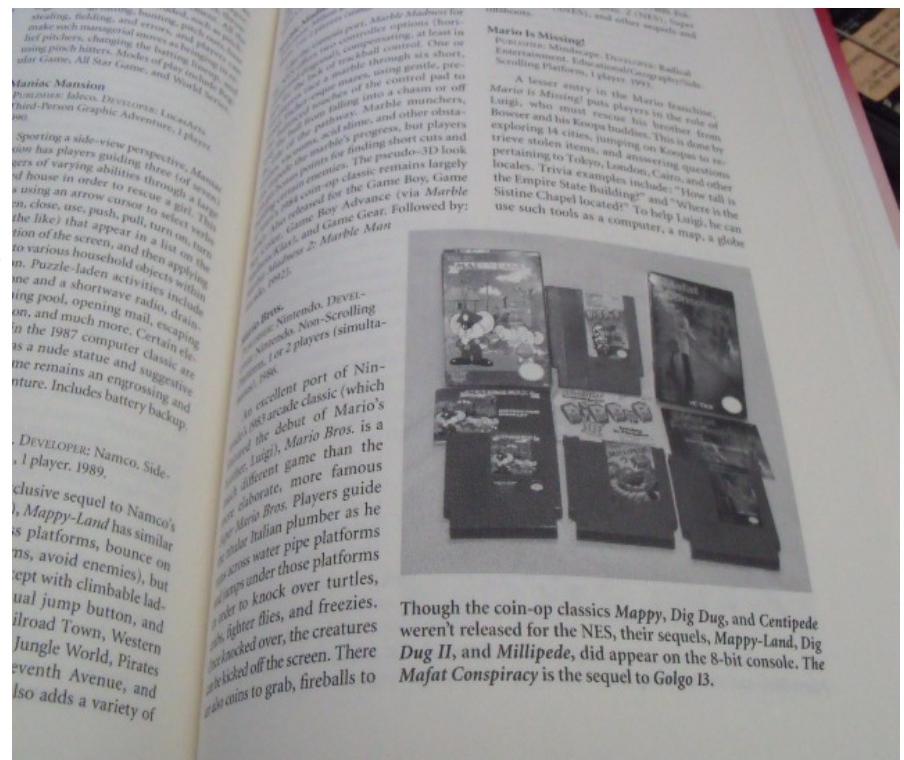
For what it is, a self-proclaimed “movie guide” to period video games, Brett Weiss’ “Classic Home Video Games, 1985-1988: A Complete Reference Guide” succeeds with flying colors. Brett writes about games with the zeal of an explorer, discovering the hidden wonder of each individual game. Reading each entry, I could tell that he has not only experienced every game individually, but also delved deeply into them to see what was beneath the surface. It’s this dedication to each game and attention to detail that makes the book valuable, giving a tantalizing taste of things to come without “spoiling the ending.” This volume covers the Atari 7800, Sega Master System and of course, the NES. One aspect that I was particularly impressed with was how the author demonstrates personal knowledge of many obscure games, offering insight and highlights that can’t simply be gleaned from the back of the box. For instance, I think many reviewers with less gusto for gaming might be quick to dismiss the scarce James Bond Jr as just another derivative platformer. Weiss drudged through the humble first-level-doldrums to experience quaint mini-game puzzles Bond Jr has to solve, as well as the cool hi-tech gadgetry that Bond Jr gets to use in later stages which make this game special. Showing a bit of the author’s wry humor, the entry for Silver Surfer reads: “The Silver Surfer is one of the most powerful super-heroes in the Marvel Universe. However, In this game he can by one-hit-killed by fish, ducks and riverbanks.”

Weiss accurately gives credit where credit is due, for instance, giving proper respect to the “highly playable” Quattro Arcade while panning its “graphically challenged” little brother Quattro Sports. Weiss doesn’t hold back on some of the worst of the library, for instance the opening diatribe against Raid 2020 reads “Widely regarded as one of the worst titles in the NES library, Raid 2020 deserves its dubious reputation, thanks to poor controls, buggy programming, limited animation, and lame graphics.” Other great touches include completely accurate and up-to-date information on entries like Power Punch II, which tells the brief story of its Mike Tyson roots and conversion into its final form after the notorious lawsuit. On a personal note, I’d like to add that I enjoyed the liberal, innocently appropriate use of the word “titular” throughout the tome. Another huge benefit this guide provides is the inclusion of “port” information for each game: sequels, prequels and other versions of each entry, both past and future. While this information is available elsewhere (for instance, in a Gamefaqs.com search), condensing it into the book is a logical addition. In fact, I’ve discovered some sequels that I didn’t know existed and would never have thought to search for, like arcade versions of various NES games that boast enhanced gameplay and graphics for already-great play experiences. The hardcover book has a glossy full-color cover. The hardcover makes the book pricey (retail \$55), but it is an asset: you can travel with it, and it will be relatively resistant to moisture, friction and general abuse. The content itself is completely black-and-white on a very light leaf, reminiscent of newsprint. Images are small and sparse. The lack of photography and color is made up for somewhat with Weiss’s vivid commentary and descriptions, but perhaps a few screenshots or images more than the smattering that are included would help to broaden the appeal of this book on a very visual hobby. Most notably, there are no images of rare, valuable and obscure games, with most photos being of loose cartridges in groups. The guide lacks information for the sizeable PAL market, however presented strictly as a guide to period American games it is absolutely comprehensive. At first glance, I thought I caught an omission for the Caltron/Myriad 6 in 1 multicarts, but was pleased to find them alphabetically included in-between the Simpsons and Skate or Die entries. Other notable inclusions include mention of the obscure SEI release of Impossible Mission II, the two different offerings of Indiana Jones



and the Last Crusade (Taito and UBI), all of the Aladdin versions of standard Camerica titles, and accurate information about all of the various versions and releases for the Pac-Man franchise. I evaluate this book as a fine “light reading” piece, rather than a cart-hunting guide to use in the wild, or a hardcore collector’s tool. However, it still could be useful on-the-go if a discriminating gamer would like to find the best NES experience when presented with multiple options at a classic game store. I would recommend it as such to readers who perhaps may have been relying on the old Etler text rarity list, or some other one-dimensional source of info, and who want to know a little more about the actual play experience of games in the NES library. The direct experiences of Weiss will save you time, money and frustration while trying to bring the best of these old systems to light.

The book is available at www.mcfarlandpub.com or 800-253-2187.



Though the coin-op classics Mappy, Dig Dug, and Centipede weren't released for the NES, their sequels, Mappy-Land, Dig Dug II, and Millipede, did appear on the 8-bit console. The Mafat Conspiracy is the sequel to Galgo 13.

NintendoAge Member Spotlight

CUSTOM NES GUY

NAME: JARED

AGE: 27

LOCATION: GEORGIA

OCCUPATION: AUTO COLLISION REPAIR & REPAIR/MODS OF CLASSIC VIDEO GAME CONSOLES

CHILDREN: 1 (SOON TO BE 2)

Why did you get into collecting?

I had a bunch of NES, SNES, and Sega games when I was younger. As I got older I played less and less until I pretty much spent no time on games. After a while I wanted to play those games again but I found out my mom either threw them all out, or perhaps just lost them. So I bought an NES and got one of my favorite games: Castlevania II. I have always loved NES box art so I figure if I'm going to get the game, might as well get the box, instructions, and so on...so I sought out a CIB copy. After a while I had accumulated lots of CIB games, accessories, and systems, and I inevitably started collecting sealed games too.

Describe your collection:

"Kinda smaller." I really only wanted the good games, and games I liked as a kid. For NES I have about 100 carts, 150 CIB, 60 factory sealed, a few different boxed NES consoles, and some boxed accessories. I don't own very many for any other console.

What is your favorite thing you've customized?

I think it would be that black GameCube I did with the clear top and LED's inside. It was a little tricky. Honestly, I really do a lot of the same ones over and over because that's what people request from having seen my videos.

Do you still get a lot of requests for custom systems?

About one a day on average, which is a lot for one person!

Best childhood NES memory:

Opening up my Action Set on Xmas morning and watching my brother play Castlevania II, the first game we rented. That game was huge and so full of mystery back then!

Favorite Thing about NintendoAge:

Definitely the members. There is no other forum like it.

One thing you would like to share with everyone at NintendoAge that most would not know about you:

I air drum a lot while driving and I have road rage sometimes. I don't know, these kinda questions are tough for me.

Any last comments:

I'm honored to be in the spotlight here today. I kinda drift in and out of collecting, but I am always doing something regarding the NES and SNES. I don't think I could ever bring myself to sell my collection. I'm all about arcades right now so who knows what'll happen next!



CUSTOM NES GUY'S TOP 5:



► NORMAL
DIFFICULT
PRESS START





The Ecstasy of Order: King of Blocks?



ROBIN
(Robin Mihara)



^ Robin and Adam

About a year ago, I attempted to organize a Tetris challenge between the two best Tetris players I knew of at the time, Jonas Neubauer and Thor Aackerlund. Both held a record on the NES version: Jonas boasting a max-out starting at the highest level, and Thor holding the record for the most lines, having passed the inhumanly fast level 29, also known as the “death board”. I had the idea to find the best Tetris player out there, but all we had at our disposal was an online contest called “Blockles”. The contestants couldn’t agree on the format, so I put my dream of a Tetris tournament on hold indefinitely.

Flash forward to October. A video popped up on the NA forums featuring Harry Hong, who'd recently been proclaimed the best NES Tetris player by Twin Galaxies after posting a max-out score in May. It was a preview for an upcoming documentary about Harry and his further attempts to perfect the game by maxing out starting at the highest level (19). I immediately contacted the producer, Adam Cornelius, and let him know that there were at least two other players who might be better than Harry. This started a fascinating dialog about all things Tetris: terminology, strategies, the pros and cons of various platforms, and most importantly, establishing a true champion for the greatest puzzle game ever made.

These ongoing discussions have inspired us. We have decided to organize the first official Tetris tournament. Adam's film project has grown to a feature-length documentary that will cover my quest to find the best player and the lives of the contestants during the days leading up to the tournament. Preproduction is in full swing, with commitments to star in the film from Harry, Thor, Jonas, and myself. Filming is set to begin in April, with the tournament taking place in July.

I thought a good way to introduce Adam to the NA community would be with an interview. We spoke in his home office, recording the interview with his iMac's built-in copy of GarageBand.

Robin Mihara: Since we're on NA why don't you tell me about first experience with NES.

Adam Cornelius: My NES story is pretty standard. I actually got the set that came with the robot, which is a distant memory now, since most of those things broke or were thrown out. I liked Mario, Zelda, Metroid, Contra. Contra was my specialty; I could beat it without dying. Just beat it everyday for probably a year until I realized I didn't need the 30 men code anymore, then eventually didn't need any extra men at all. I remember Tetris on the NES fondly because that was the last game that my parents would play. I remember my mom being the best Tetris player in the family at that time.

Robin: I hear that your girlfriend isn't half bad either.

Adam: That's true. I'd become pretty serious about trying to improve at Tetris. Over the years I submitted a few scores to Twin Galaxies on the NES. Years later, when I started dating my girlfriend Malin, I was showing off my Tetris skill and she took an interest. A while later, on a trip back to her home in Sweden, she broke her arm badly in a bike wreck. So she was stuck at her parent's house unable to work for a few months, and dug out a NES that was sitting in her closet. She started playing and in just a couple months was consistently breaking 400k! She is a very natural player with sublime instincts.

Robin: The first thing I heard about you was your Harry Hong maxout preview. Can

you tell me about the origins of that?

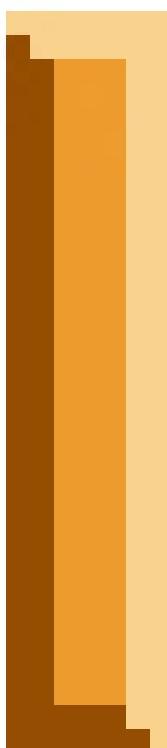
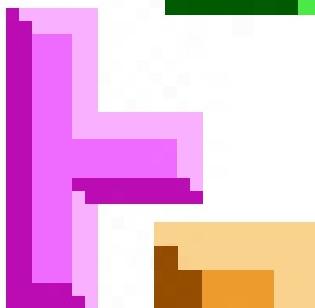
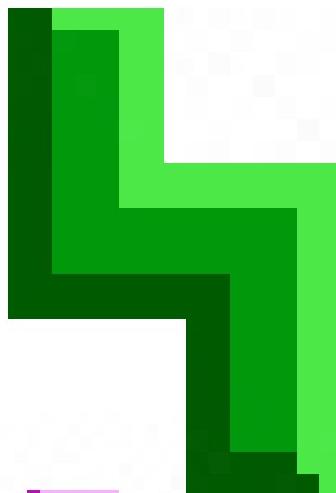
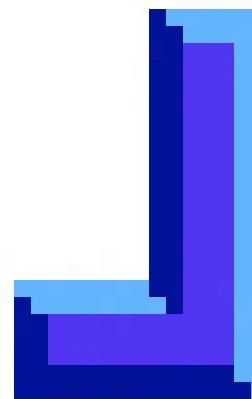
Adam: Back in May I noticed that Harry, who had been number one for many years at that point, had finally submitted a maxout score (999,999). I thought, Wow! That's got to be the greatest achievement in video game history. I mean, I never would have thought it was even possible. Instantly I knew I had to contact Harry and ask if he would like to be the subject of a documentary. I just wanted to do a short profile doc of Harry, to commemorate his achievement and learn more about him as a person and what drove him. I decided to call it Max-out!

After a single day of shooting with Harry, I posted a preview I came up with to NA and a bunch of other gaming forums. That's when you and I officially met. You sent me a message pointing out that there were two people (Jonas and Thor) who were at least as good as Harry, if not slightly better. Once we realized that there were several players on the same level, the story got a lot more intriguing and this whole idea of making a Tetris documentary got bigger and bigger, to the point that we now have a feature in preproduction. Harry's a great guy, by the way, and I know he will be one of the stars of the movie. He will be very tough to beat.

Robin: Can you talk a little about why you chose the NES version over current versions?

Adam: Tetris has spawned many competitive subcultures. For instance, some of the fiercest competition in the world is on Tetris Grand Master in Japan. You could make a whole documentary on that. And I think someone should. I currently don't have the resources to cover the game in other countries. So we're going to focus on the US. And for many people here in the US who cut their teeth on the Nintendo version, the newer versions are just too easy. To me, if you're already an elite player on the NES version, it's easier for those skills to translate to the newer versions. You'll adjust to the hard drop, infinite spin, the hold chamber, all things that basically make the game easier. Conversely, it will be much harder for a new school player's skills to translate to the NES version. New school players tend to blow off the NES version as difficult to control, boring, and one-dimensional, but we in the NES camp view it as more pure. It will be an ongoing debate. Most important in my mind, is that the NES and other older versions feature fully random piece generation. Meaning every new piece is simply 1 out of 7 odds. Which can produce some extremely unfavorable piece sequences; more chaos, more puzzling situations, more times when a piece just won't fit. All newer versions use various algorithms to ensure a more favorable piece sequence by taking into account the pieces you've already gotten. New school players dismiss the "bad luck" that fully random piece generation brings as pointless and annoying. My argument is that those "bad luck" moments are when the true champions get a chance to shine. To me, you can't really test a Tetris player's mettle without throwing some bad pieces their way. In any case, this will be a NES-centric documentary, and that's why we're reaching out to the Nintendo community.

Robin: One of the problems that we face is that it's difficult to establish how to determine the best player. How do you think we'll go about making the rules to this contest?



Adam: I'd like to open up a forum for suggestions on that in terms of what people would like to see. I think the world of video game records have been limited to a Twin Galaxies type format, where players record thousands of attempts before sending in the record-breaking tape. That's interesting, and has given us some amazing feats like the Mario speed record, but it's nothing like a live competition. For competitive Tetris to grab the imagination of fans, it has to be a live, here-and-now, put up or shut up type of event. No matter what tournament format we come up with, that's what we'll have to offer, is that exact experience you had at the NWC 20 years ago. You did it in front of a crowd. You did it when it mattered, and that's why you're a champ. I think deep down, all these guys want to be champions too. Whatever format we come up with, it will be fair and will highlight that live aspect. No second chance.

Robin: We have both talked about the success of King of Kong. Can you tell me about how you think that movie could be even better?

Adam: Definitely. King of Kong was a good movie, and it had a great cast of characters. Obviously, Billy Mitchell is a unique guy and really carried that movie to popularity. Ultimately, films are about people, and that's what audiences can relate to and remember. That being said, as a video game fan, it was disappointing. It didn't go very far in terms of portraying the mind of a video game champ. When it comes to portraying the obsession over those puzzles the game brings, it just scratched the surface. Ideally, someone would walk away from our documentary with a whole new perspective on the game of Tetris. I don't think King of Kong did that for Donkey Kong.

Robin: I loved King of Kong, as did my wife, who doesn't even like video games. One reason I think our movie has an advantage over King of Kong, is I could never tell why those guys were good. As far as I could tell, even when they were at the highest level, the difficulty seemed the same. With Tetris, since it's the most popular game in the world, we'll be able to impress anyone that watches the movie with the speed that everyone plays at.

Adam: Exactly. I think not only did King of Kong fail to portray why they were good, it failed to portray just how good they were. I have some ideas on how to do that. Let's talk to some cognitive scientists, some computer scientists. Let's run a brain scan on these guys while they play. Let's do some calculations and compare the reaction speed with fighter pilots or jazz pianists or guys batting over 300 in the Majors. I plan on collecting some data to put in perspective just how amazing these accomplishments are. When an audience walks out of this movie, I want them to be as impressed by the Tetris Masters as I am.

Robin: I'm excited about the potential to find out who a champ is, and establish terminology that's long overdue, and talk with the top players about things that have been nameless concepts in my mind for years (I've been playing this game for 19 years now). In the back of my mind I can't help but think about the possibility that this movie could be a stepping-stone for competitive Tetris to explode, considering its possibly the most popular game of all time. If you take the Chess tournaments and Scrabble tournaments that name a big champion every year, they probably started out with a couple guys talking in an office just like we are. And this could begin something that could end up being timeless. What do you think?



ZZAP
(James Todd)

Adam: Timeless is the word. No other game from the eighties has had this kind of shelf life on this many platforms. To some extent, Tetris stands outside of video games as this elemental puzzle, like Go or Tic-Tac-Toe. Very basic in its design, but with a potential complexity that nearly matches Chess. I think it will be around as long as our computer technology still functions, likely thousands of years or more. It's time to start taking it more seriously as one of the greatest games invented by human beings.

Robin: Could you talk a little bit about your film making background?

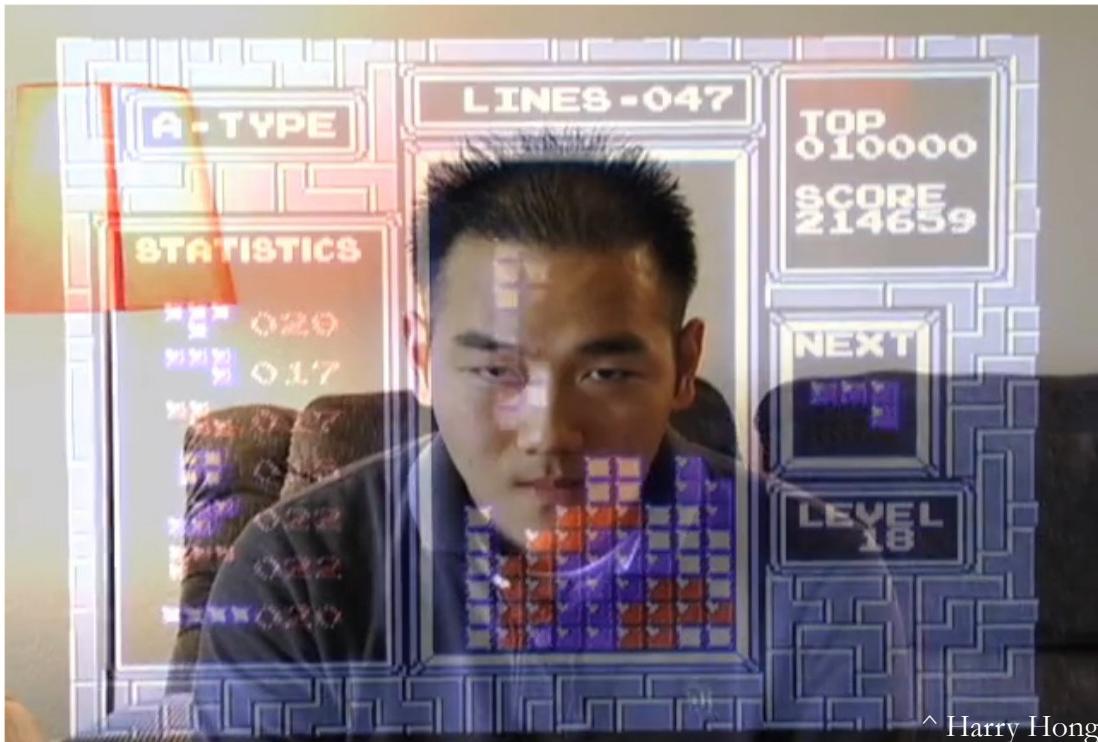
Adam: Sure. I went to film school at Florida State, which has one of the better film schools. Since then, most of the professional work I've done is music-related, because I used to play in bands myself and that's just what I've been around. Most notably, I shot a music video for a Portland band called Danava called When Beauty and Terror Dance that appeared frequently on MTV2. My first feature film is called People Who Do Noise, which came out in summer of '08. It's about the noise music community in Portland. Noise music is another way of saying abstract sound art, basically. For me, it has a lot in common with this new Tetris documentary idea, in that I am trying to put a spotlight on something I feel is under-represented in the mainstream media.

I'm very proud of People Who Do Noise, and it was a big success here in Portland. We opened to a sold-out crowd, and for many months it was one of the most rented films in Portland on Netflix. So, with my first documentary, I won over Portland. With this new one, I want to win over the whole US, which I think is a reasonable progression. Another point of intersection for the two films is that I saw this heroism in these noise musicians who toiled in obscurity to perfect their art, even though they would never be famous or even respected in the mainstream. I see the same dynamic in the Tetris champs, who have spent years improving their Tetris game in total obscurity, with no real hope for money or fame. We want to provide a stage to highlight their talents and put the attention on them they deserve. So it's a great opportunity for everyone involved.

Robin: It's worth noting that your first film actually made a profit.

Adam: That's right. The cool thing is, DVDs are relatively cheap to mass-produce, and with the Internet, it's really easy to get your product out there. So a special interest DVD can do very well, because your customer base is global with the Internet and all the forums and blogs etc. People Who Do Noise got to its niche market, no problem. Our Tetris documentary has a much better chance of crossing over to a mainstream film-going audience, because at its core there is something everyone can relate to, arguably the most played video game of all time. With our cast and our idea, we have a very good chance of getting a bigger distribution deal with a nation-wide theater run. It happens to a handful of lower budget documentaries every year, and my goal is to be one of those success stories. With some good initial interest from investors and commitments to appear in the film from all the best NES players, things are looking better all the time.

(Robin and Adam are currently seeking funding for their documentary, tentatively titled Ecstasy of Order: The Tetris Masters. To learn more, feel free to contact Robin at robinmihara@gmail.com or Adam at acorneli78@yahoo.com.)



10-Yard Fight

Won't win any awards, but a good early attempt at football by Nintendo



1942

Good reproduction of the classic arcade vertical scrolling shooter



1943

Got bored of this pretty quickly, just doesn't have the same refined feel as 1942



3-D Battles of World Runner, The

Cool 3D effect, a little frustrating but worth a look



720

I was more of a Skate or Die fan growing up, but I can see some potential here



8-Eyes

Castlevania with a bird companion. I got frustrated with the controls, but may have some legs



A Boy and His Blob

I hadn't really given this much time previously, but it's a much deeper puzzle/adventure game than I expected. I can understand it's recent WiiWare release more now.



A Nightmare on Elm Street

This one feels like it'd take a bit to fully get into. Controls seem good, but quite a few cheap deaths.



Abadox

Feels like a fun horizontal scrolling shoot em up. I think I could get into this one, if I can beat the first level!



Action 52

I'm sure there must be at least 1 good game in these 52, unfortunately I didn't find it.



DRAGON QUEST



I•II

Dragon Quest was one of the first turn based RPGs, and the first popular JRPG released on the Famicom. Due to its popularity, Dragon Quest I•II was released as a combo pack in 1994 for the Super Famicom.



Dragon Quest I•II came out in late 1993 in Japan, much to the delight of Japanese RPG fans who cannot get enough of Dragon Quest. Dragon Quest I•II served as a straight ahead remake of the first two Dragon Quest games, with updated sound, graphics and changes to the amount of gold and experience rewarded to reduce the need for grinding. There is some evidence that Enix may have considered it for an English translation, however it never saw the light of day. RPGOne, a fan translation group led by the late ChrisRPG, completed a fan translation of Dragon Quest I•II in 2003. They included the option of using the patch with Japanese or Dragon Warrior style naming. Another re-release of the Dragon Quest I•II came out on the Game Boy Colour in 2000 in the US (as Dragon Warrior 1&2), with Japanese naming scheme. This review of the SFC version uses RPGOne's translation with Dragon Warrior style naming scheme.

The Story

Dragon Quest I and II are the first two parts of the first Dragon Quest trilogy. Dragon Quest takes place in the kingdom of Alefgard, where you play as the descendent of the great hero, Erdrick. The evil Dragonlord is causing havoc, while at the same time, a dragon kidnaps Princess Gwaelin. In a solo journey, the hero travels throughout Alefgard collecting key items to reach the castle of the Dragonlord, and saving the kingdom.

Dragon Quest II happens 100 years after the first Dragon Quest game. The descendent of the hero from Dragon Quest reside in three kingdoms, eventually joining together to battle the wizard Hargon. The world of Dragon Quest II is far larger than Dragon Quest, and Alefgard makes up only a small part of the map. Due to this, travel gates and a boat allow the heroes to travel the overworld.

Fan service remake or cash in?

Immediately after starting play of this remake, it seems incredibly obvious that little work was done to upgrade this game. Sure the graphics and sound are better than their NES equivalents, but for the most part it is just Dragon Quests I and II using the Dragon Quest V game engine. In fact, it almost looks like they downgraded from the Dragon Quest V engine, and made things look more simplistic (see below). As far as I could tell, there aren't any special bonuses. The enemies in this game are not easier than the NES games, though thankfully they drop more experience points and gold, so grinding is not necessary for the most part. When compared to contemporary turn based RPGs for the Super NES (i.e. Final Fantasy V, Lufia & the Fortress of Doom, and Breath of Fire), these games are dated. Additions such as graphical effects for spells and backgrounds in battle screens seem tacked on. They could not even be bothered to give you the option of town to transport to with the Return spell. This is about as straight forward of a remake as you could get.

Of course, you cannot ignore the popularity of Dragon Quest in Japan. Dragon Quest I•II surely was a huge seller in Japan (reaching #5 in the Japanese charts, according to Super Play), and bridged a gap between the release of V and VI. The success of this game also led to the re-release of Dragon Quest III on the Super Famicom. Considering the dated look and the lack of popularity of RPGs in the US, it is not surprising this game was not ported to the US.



Dragon Quest II - in a town



Dragon Quest V - in a town



Dragon Quest II - world view



Dragon Quest V - world view



Dragon Quest II - battle screen



Dragon Quest V - battle screen
(note - all DQV shots are using DeJap and Partial Translations' translation of the SFC game)



Battle from Dragon Quest in the original Japanese release of Dragon Quest I+II



Battle from Dragon Quest in RPGOne translation of Dragon Quest I+II. Note the different placement of the character stats



Thanks for saving m... aarg garble
garble garble



Hey, what is he doing back there!



Tree shadows in the village of Kol, perhaps the most impressive looking part of the remake of DQ.

Fan Translation

There are two fan translations of Dragon Quest I+II, though only one is complete. The first attempt was by RPGe, who was responsible for the fan translation of Final Fantasy V. The last patch by RPGe was released in late 1997, and is largely incomplete and buggy. RPGe died in 1999, and the website is gone forever, so we may never know the exact reason why this patch never got closer to completion. Egos and Internet drama are probably well involved, though.

RPGOne completed a translation of Dragon Quest I+II in 2003. I played through both Dragon Quest games using this patch. You can tell a lot of effort was made to make this for both Dragon Quest and Dragon Warrior fans by giving you the option to use Japanese or Dragon Warrior style naming. Dragon Quest fares better than DQII in this patch, and does not have any obvious errors or bugs. Dragon Quest II, on the other hand, has a show-stopping bug that causes the game to glitch when you save the prince from poisoning (see screens below). There are two ways around this: either skip this section by not sleeping at the inn in that town (as the event is optional) or load the game save in the unpatched game, get the prince back and save, then reload the patched version. The consequence is that the prince's name is glitched the rest of the game (my prince was called Rolando, later it changed to just Roland), it causes the prince to reappear in the town he joins your party, and it messes up the weapons store dialogue window so that it doesn't properly refresh when you switch between weapons. This is a pretty major problem, and I do not know why it was missed for this "final" patch. Additionally, when you get to the end of the game, there are many text overflows and spelling/grammar mistakes. Also, there is some lag when the music changes (ie going into battle, entering towns). It seems unfortunate that these issues were never fully addressed. If you can look past these problems, the translation itself is excellent.

One note for those who are playing this game on a flash cart: if you are playing on a CRT TV, the text box at the top of the screen is cut off. The translation hack obviously was done with an emulator in mind and ignored this common problem with older TVs. This is a minor inconvenience and should not affect your experience.

Comparison of Dragon Quest (SFC) to Dragon Warrior (NES) and Dragon Warrior (GBC)

Dragon Quest originally came out in Japan in 1986. It was released in the US several years later as Dragon Warrior due to a trademark issue with "Dragon Quest". The game was translated and released by Nintendo with disappointing results (they ended up giving away the game to Nintendo Power subscribers to reduce their stocks). The game was quickly overshadowed and outsold by Final Fantasy, which had much deeper gameplay and far better marketing. The lone character, simple graphics and the tedious need for grinding probably scared a lot of people off of the series, which is unfortunate.

The remake resolves the most problematic aspect of Dragon Warrior for the NES: the tedious grinding. Whereas the NES game forced you to do hours of battling to be able to advance through the game, the SFC remake has enemies drop more experience and gold. The end result is that this game can easily be completed in five or six hours if you know where you are going. I recall many hours in the original game fighting the knight where you get Erdrick's armour to get enough experience to tackle the final dungeon. Torches also seem to last a longer period of time in the remake, and show a larger area. The graphics are improved from the NES version, but they certainly don't push the limits of the SNES. In Dragon Quest, the most impressive effects are in the village of Kol, where there are parallax tree shadow effects.

The remake of Dragon Quest makes slight changes to the layouts of the game maps. For example, in Dragon Warrior, when you exit the throne room, the stairs are on the left side of the main corridor. In the remake, they are on the right. The castle and town graphics are greatly improved as well. When it comes down to it, things are generally laid out like the original.

There are obviously some differences in the dialogue. Dragon Warrior was translated by Nintendo, and they threw in many references to "Nester", who was a character created for Nintendo Power. The translation also used old-style English (Thou Thou) in both the way the characters spoke and the naming for the towns. RPGOne decided to give the option to use the NES naming scheme or the Japanese names. The translation itself is claimed to be far closer to the Japanese version and has more modern English. Depending on your point of view, this could be a good or bad thing. I personally prefer Erdrick over Loto any day, it just sounds more heroic. Certainly the RPGOne translation elaborates more in the text. The only problem I encountered with the RPGOne translation is that they sometimes mixed up east and west for their directions (in particular when you are searching for the token).

As for the GBC version, I quickly played it a bit on an emulator, and it is clearly based off the SFC version, although with simpler 8-bit graphics and sound. Of course, being a handheld game, everything is squished down to a lower resolution. As such, the game map is zoomed in. The translation uses a mixture of Japanese and NES Dragon Warrior names. I do not really have the inclination to go all the way through this, but from the sounds of things this game is not all that different from the SFC release, so it is a matter of preference which you chose to play.)

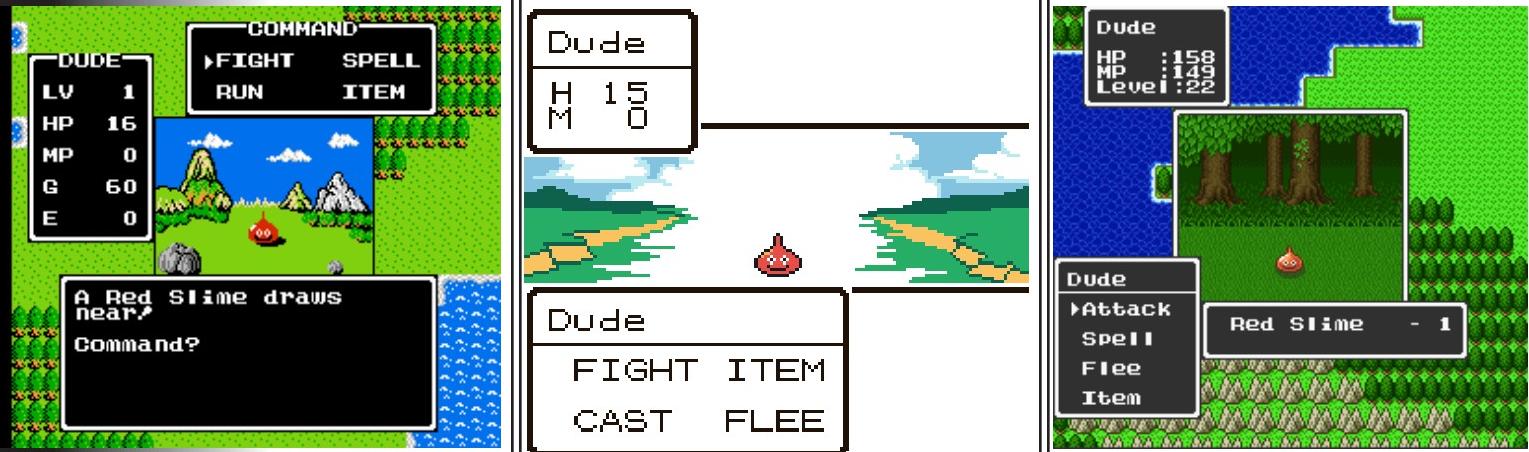
Dialogue in Dragon Warrior for the NES



Dialogue in Dragon Warrior for the GBC



Same dialogue in the RPGOne translated version of Dragon Quest for the SFC



Comparison of Dragon Quest II (SFC)

to Dragon Warrior II (NES) and Dragon Warrior II (GBC)

Dragon Quest II greatly expanded the world containing Alefgard, expanding it by a factor of three or four. It also gave you three characters in your party, each with strengths and weaknesses. The graphics in the NES version improved over the original game, though the bland black background in the battle scenes came to plague the series until it switched to the Super NES. The music is among the best for the NES, though the high pitched squeak when making selections in menus is irritating.

The graphical style in the SFC version is identical to Dragon Quest (they use the same game engine, obviously). Aside from the obvious upgrades in graphics and sound, there are a few cosmetic changes to the game. Like Dragon Quest, they increased the amount of experience and gold that enemies give you to reduce the need for grinding. If an enemy group is defeated before a character attacks, they automatically strike another enemy group. In the NES version, if an enemy group is defeated before another character strikes, their turn is forfeited. The lack of a “door” command was quite an annoyance in DWII, as you had to select the proper key out of your inventory to open a door. In the SFC version, you simply have to press the “X” button to open a door. Another added feature in the SFC version is a bank, where you can store excess items, and protect your gold in case of defeat. Another change is that treasures don’t reappear if you re-enter a cave. In the NES game this was necessary, as if you had a full inventory of items and did not pick up a key treasure, you had to exit and re-enter the cave to acquire it. In the SFC version, the treasure is simply returned to the chest. The menu system in the SFC version is also refined to allow you to back out of selections. The SFC version also reduced the cost for some items and sleeping at inns.

As for the translation, there isn’t a whole lot of difference between the two games when it comes to conveying meaning. Like Dragon Warrior, the NES Dragon Warrior II is done in an Elizabethan style of English, fitting for the setting of the game. The SFC remake sometimes adds extra NPCs which relay extra information or back-story on the characters. In a way, Dragon Warrior II for the NES has a certain charm to it to make the story seem more like an epic tale. That is not to suggest that RPGOne’s fan translation is bad, because it is excellent, but it is a different approach. Really, if one is playing these games simply for the dialogue, it is a matter of preference which to choose.

As for the Game Boy Color remake of Dragon Warrior II, it contains the enhancements of the SFC version, such as the bank and increased gold and experience after battle. However, the downgraded graphics and sound put this between the NES and SFC versions of the game. The layouts of the castles and towns are changed, due to what I suspect is a limitation on the number of sprites that can be displayed on screen. Instead, separate rooms are used to place various NPC characters. The story translation seems to be on par with the other two versions, though they did shorten and change the names of items and weapons. For example, the Wing of Wyvern is simply known as “Wing” in the GBC version. The GBC version adds in some pictorial stills to introduce the story.

Summary

After playing through Dragon Quest I+II for the SFC and comparing it to the the NES and GBC versions, it is my opinion that it is the definitive versions of these two classic RPGs. Though the graphics and sounds are not vastly superior to the NES versions, the SFC remakes do decrease the need for grinding, which is a common annoyance in RPGs. The translations in all versions are great, and really comes down to stylistic preference. The Game Boy Color version is inferior to the SFC version in terms of graphics, sound and presentation, but is alright for an 8-bit handheld game. About the only thing holding back the RPGOne translated version is a show-stopping bug in Dragon Quest II, which damages an otherwise excellent translation hack.



Dragon Warrior II - overworld



SFC remake of Dragon Quest II - overworld



Dragon Warrior II - Battle



SFC remake of Dragon Quest II - Battle



Dragon Warrior II - dialogue



SFC remake of Dragon Quest II - dialogue



Faegly the Skeleton in STADIUM EVENTS TIPS

STAN

Wasted Space

Yaaoy! As most of you have probably heard, that rare game Stadium Events, went for quite a bit of money recently. What you didn't know is that I was the winner! So, I figured, why not show off my rare game here and tell you a bit about the other versions out there to save you from the confusion and slimey thievery that makes the NES scene so great! My little guide here will help you pick out the game that everyone is reaching for!

The first one to discuss is the ever elusive Japanese version. This rare game has two easy differences to spot that make it so very rare! Look for these, and you can be sure your \$20,000 was well spent!

The first rare thing you'll notice is the box size. This game was made right after the war, when supplies weren't very accessible. So, you can clearly see it's much, much smaller than the other rare version.

The other issue is the cart size. Those Japanese, everything is so tiny over there! So tiny they forgot it wouldn't fit! This game is thus rare because many were thrown out or destroyed. Let me show you why.



Don't Touch It!

Shut up, you know what's on the box.

Rrrrrr



More telling, however, is the box. As you can see, the left runner has a fish, the right a bundle of flowers, in commemoration of the annual fish og blomster running of the clog dancers. Don't believe me?

Look right here, Clogs! Or as they say over there, och. In game graphics have also been altered to match the fish and flower games of this event. Still, collectors can still miss that this isn't the really rare game they want. You can only tell by the seal.

The next rare version comes from Europe. There are several rare versions of this rare game, but it's easy to spot the rare one if you look for three main features of rarity.

First of note is the manual, you'll clearly see that the title is different, with lots of useless dots and such. This translates to "The Events of Which the Stadium Has".



Now, before I give this to you, keep in mind this game is so very rare that everyone wants it. If you want to own this rarity, keep the following rare secrets secret.

Sniff, sniff, first off, sniff, first, first, waaaaaaaad! The poor thing, the rare but not as rare as the other rare version sniff, waaa, sniff, doesn't have a box to go home tool! What a shame! Cry with us!

Even more sad is that the Japanese made the manual! The not so rare rare version is so tiny in comparison to the rare version! Just look! Pity the thing, for it has no girth! What another shame!

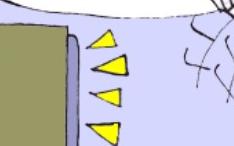
Also of rare interest is that both of these rare games only use the Power Pad and they...hey, wait a minute, I thought the rare version was totally different. Well, let's try them, that's how you know which is rare....



Now then, by-a-chuggin away with my feet here, I can clearly see the rare version involves, hmm, the same events as the not as rare rare version. Wait a minute here, I thought this was rare!

Sniff, first off, sniff, first, first, waaaaaaaad! The poor thing, the rare but not as rare as the other rare version sniff, waaa, sniff, doesn't have a box to go home tool! What a shame! Cry with us!

You mean to tell me the only true difference here is the title screen? But the rare one, it's, the not as rare rare, it's, damn it! I just spent \$20,000 on a rare variant? What in the Nick Morgan is this all about?! Damn it all to Nick Morgan's house! This rare game isn't very rare at all!



Don't you remember that line from The Fresh Prince! This, blast it! Damn that big wig Dain! He forgot to say in his little exposition that the rare version has the same gameplay as not as rare rare version other the title screen! Why in the did I spend \$20,000 on this This, this,aaaaaaaaaaaaah! I'm coming for you and your inordinate Solomon's Key obsession!

Don't you remember that line from The Fresh Prince! This, blast it! Damn that big wig Dain! He forgot to say in his little exposition that the rare version has the same gameplay as not as rare rare version other the title screen! Why in the did I spend \$20,000 on this This, this,aaaaaaaaaaaaah! I'm coming for you and your inordinate Solomon's Key obsession!

Rare
Stadium Events

Not
World Class Track Meet

To be continued

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Price Guide

| Title | \$ | Δ | Title | \$ | Δ | Title | \$ | Δ |
|-------------------------------|----|----|----------------------------------|-----|-----|---------------------------------|-----|----|
| 720 | 4 | 0 | Batman Returns | 6 | -1 | Castlequest | 4 | -1 |
| 1942 | 7 | 0 | Battle Chess | 5 | 0 | Castlevania | 11 | 0 |
| 1943 | 7 | 0 | Battle of Olympus | 6 | 0 | Castlevania 2 | 6 | 0 |
| 10 Yard Fight | 4 | 0 | Battleship | 7 | 0 | Castlevania 3 | 13 | +1 |
| 3-D World Runner | 4 | 0 | Battletank | 5 | 0 | Caveman Games | 7 | +1 |
| 8 Eyes | 5 | +1 | Battletoads | 13 | 0 | Challenge of the Dragon | 29 | +1 |
| Abadox | 5 | +1 | Battletoads & Double Dragon | 21 | 0 | Championship Bowling | 4 | 0 |
| Action 52 | 72 | -3 | Bayou Billy | 3 | 0 | Championship Pool | 8 | 0 |
| AD&D Dragonstrike | 10 | +2 | Bee 52 | 9 | 0 | Cheetahmen 2 | 499 | 0 |
| AD&D Heroes of the Lance | 5 | 0 | Beetlejuice | 8 | 0 | Chessmaster | 4 | 0 |
| AD&D Hillsfar | 18 | +3 | Best of the Best | 4 | -1 | Chiller | 24 | +3 |
| AD&D Pool of Radiance | 14 | +2 | Bible Adventures | 9 | 0 | Chip N' Dale Rescue Rangers | 8 | -1 |
| Addams Family | 6 | 0 | Bible Buffet | 28 | 0 | Chip N' Dale Rescue Rangers 2 | 53 | +2 |
| Adventure Island | 8 | 0 | Big Bird's Hide & Speak | 5 | 0 | Chubby Cherub | 12 | +2 |
| Adventure Island 2 | 11 | 0 | Big Foot | 5 | 0 | Circus Caper | 4 | 0 |
| Adventure Island 3 | 21 | +1 | Big Nose Freaks Out | 19 | 0 | City Connection | 5 | 0 |
| After Burner | 6 | 0 | Big Nose Freaks Out (Aladdin) | 29 | +6 | Clash at Demonhead | 5 | +1 |
| Air Fortress | 4 | 0 | Big Nose the Caveman | 9 | 0 | Classic Concentration | 7 | 0 |
| Airwolf | 4 | 0 | Bill & Ted's Excellent Adventure | 5 | 0 | Cliffhanger | 10 | +1 |
| Al Unser Jr's Turbo Racing | 3 | 0 | Bill Elliot's NASCAR Challenge | 4 | -1 | Clu Clu Land | 7 | 0 |
| Alfred Chicken | 17 | +2 | Bionic Commando | 6 | 0 | Cobra Command | 4 | 0 |
| Alien 3 | 7 | +1 | Black Bass | 5 | 0 | Cobra Triangle | 4 | 0 |
| Alien Syndrome | 4 | 0 | Blackjack | 27 | +2 | Codename: Viper | 5 | +1 |
| All Pro Basketball | 4 | +1 | Blades of Steel | 4 | 0 | Color A Dinosaur | 14 | +1 |
| Alpha Mission | 4 | +1 | Blaster Master | 5 | 0 | Commando | 4 | 0 |
| Amagon | 4 | 0 | Blue Marlin | 8 | 0 | Conan | 10 | -3 |
| American Gladiators | 5 | 0 | Blues Brothers | 9 | -1 | Conflict | 9 | 0 |
| Anticipation | 3 | 0 | Bo Jackson Baseball | 5 | 0 | Conquest of the Crystal Palace | 5 | 0 |
| Arch Rivals | 4 | 0 | Bomberman | 11 | 0 | Contra | 18 | 0 |
| Archon | 5 | 0 | Bomberman 2 | 29 | +3 | Contra Force | 32 | +1 |
| Arkanoid | 8 | 0 | Bonk's Adventure | 56 | +5 | Cool World | 11 | -1 |
| Arkista's Ring | 7 | 0 | Boulder Dash | 6 | 0 | Cowboy Kid | 17 | -1 |
| Astyanax | 3 | 0 | Boy and His Blob, A | 6 | 0 | Crash a/t Boys Street Challenge | 10 | +1 |
| Athena | 5 | -1 | Break Time | 5 | 0 | Crash Dummies, Incredible | 7 | 0 |
| Athletic World | 6 | +1 | Breakthru | 5 | 0 | Crystal Mines | 16 | +2 |
| Attack of the Killer Tomatoes | 9 | +2 | Bubble Bath Babes | 533 | -1 | Crystalis | 9 | 0 |
| Baby Boomer | 22 | +1 | Bubble Bobble | 14 | 0 | Cyberball | 4 | -1 |
| Back to the Future | 5 | 0 | Bubble Bobble 2 | 104 | +5 | Cybernoid | 3 | 0 |
| Back to the Future 2 & 3 | 6 | 0 | Bucky O'Hare | 13 | 0 | Dance Aerobics | 6 | 0 |
| Bad Dudes | 5 | 0 | Bugs Bunny Birthday Blowout | 6 | 0 | Danny Sullivan's Indy Heat | 9 | 0 |
| Bad News Baseball | 6 | +1 | Bugs Bunny Crazy Castle | 7 | 0 | Darkman | 5 | 0 |
| Bad Street Brawler | 4 | 0 | Bump 'N Jump | 4 | 0 | Darkwing Duck | 10 | 0 |
| Balloon Fight | 7 | 0 | Burai Fighter | 4 | 0 | Dash Galaxy | 3 | 0 |
| Bandit Kings of Ancient China | 20 | -2 | Burgertime | 8 | 0 | DayDreamin' Davey | 5 | 0 |
| Barbie | 6 | 0 | Cabal | 5 | 0 | Days of Thunder | 4 | 0 |
| Bard's Tale | 8 | 0 | Caesar's Palace | 4 | 0 | Deadly Towers | 4 | 0 |
| Base Wars | 6 | 0 | California Games | 6 | 0 | Death Race | 17 | 0 |
| Baseball | 3 | -1 | Caltron 6 in 1 | 162 | +13 | Deathbots | 8 | -1 |
| Baseball Simulator 1.000 | 5 | 0 | Captain America | 8 | 0 | Defender 2 | 4 | 0 |
| Baseball Stars | 8 | 0 | Captain Comic | 8 | +1 | Defender of the Crown | 4 | 0 |
| Baseball Stars 2 | 13 | +1 | Captain Planet | 7 | +1 | Defenders of Dynatron City | 6 | 0 |
| Bases Loaded | 3 | 0 | Captain Skyhawk | 3 | 0 | Déjà Vu | 6 | 0 |
| Bases Loaded 2 | 4 | 0 | Casino Kid | 4 | 0 | Demon Sword | 4 | 0 |
| Bases Loaded 3 | 4 | 0 | Casino Kid 2 | 20 | +2 | Desert Commander | 4 | 0 |
| Bases Loaded 4 | 11 | +3 | Castelian | 6 | 0 | Destination Earthstar | 4 | 0 |
| Batman | 5 | 0 | Castle of Deceit | 48 | +2 | Destiny of an Emperor | 10 | 0 |
| Batman Return of the Joker | 9 | 0 | Castle of Dragon | 6 | 0 | Dick Tracy | 4 | 0 |

This list has been compiled objectively using only information gathered from eBay listings for the last three months. As such, it is presented as a guide by which one may compare game values, but of course individual transactions will vary. Figures are for loose cartridges, and include an adjustment added to the closing price to represent average 'padded' shipping costs that most eBay sellers charge.

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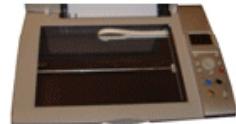
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| Title | \$ | Δ | Title | \$ | Δ | Title | \$ | Δ |
|-----------------------------------|-----|----|---------------------------------|-----|----|---------------------------------|-----|----|
| Die Hard | 24 | +2 | Friday the 13th | 5 | 0 | Infiltrator | 4 | 0 |
| Dig Dug 2 | 6 | 0 | Fun House | 4 | 0 | Iron Tank | 4 | 0 |
| Digger T. Rock | 5 | 0 | G.I. Joe: A Real American Hero | 18 | 0 | Ironsword: Wizards & Warriors 2 | 4 | 0 |
| Dino Riki | 4 | 0 | G.I. Joe: Atlantis Factor | 14 | +1 | Isolated Warrior | 7 | +2 |
| Dirty Harry | 5 | +1 | Galactic Crusader | 19 | +4 | Ivan Stewart's Super Off Road | 7 | 0 |
| Disney Adventure Magic Kingdom | 5 | 0 | Galaga | 9 | +1 | Jack Nicklaus' 18 Holes of Golf | 3 | -1 |
| Dizzy the Adventurer (Aladdin) | 28 | +5 | Galaxy 5000 | 9 | 0 | Jackal | 5 | +1 |
| Donkey Kong | 14 | 0 | Gargoyle's Quest 2 | 10 | +1 | Jackie Chan's Action Kung Fu | 11 | -1 |
| Donkey Kong 3 | 9 | 0 | Gauntlet (licensed) | 5 | 0 | James Bond Jr. | 9 | +1 |
| Donkey Kong Classics | 12 | 0 | Gauntlet (unlicensed) | 4 | 0 | Jaws | 5 | 0 |
| Donkey Kong Jr. | 10 | +1 | Gauntlet 2 | 5 | 0 | Jeopardy! | 4 | 0 |
| Donkey Kong Jr. Math | 12 | -1 | Gemfire | 26 | +4 | Jeopardy! 25th Anniversary | 5 | 0 |
| Double Dare | 6 | 0 | Genghis Kahn | 9 | +1 | Jeopardy! Junior | 4 | 0 |
| Double Dragon | 8 | 0 | George Foreman KO Boxing | 5 | 0 | Jeopardy!, Super | 4 | 0 |
| Double Dragon 2 | 7 | 0 | Ghost Lion | 12 | +1 | Jetsons | 21 | 0 |
| Double Dragon 3 | 9 | 0 | Ghostbusters | 8 | 0 | Jimmy Connors Tennis | 15 | -1 |
| Double Dribble | 3 | -1 | Ghostbusters 2 | 6 | 0 | Joe and Mac | 6 | 0 |
| Double Strike | 7 | 0 | Ghosts 'N Goblins | 7 | 0 | John Elway's Quarterback | 3 | 0 |
| Dr. Chaos | 5 | 0 | Ghoul School | 8 | +1 | Jordan vs. Bird: One on One | 4 | 0 |
| Dr. Jekyll & Mr. Hyde | 5 | +1 | Gilligan's Island | 7 | 0 | Joshua | 13 | +1 |
| Dr. Mario | 6 | 0 | Goal! | 3 | 0 | Journey to Silius | 6 | 0 |
| Dracula | 12 | +2 | Goal! 2 | 8 | -1 | Joust | 5 | 0 |
| Dragon Fighter | 21 | +2 | Godzilla | 5 | 0 | Jungle Book | 10 | 0 |
| Dragon Power | 4 | 0 | Godzilla 2 | 18 | +3 | Jurassic Park | 5 | 0 |
| Dragon Spirit | 4 | 0 | Gold Medal Challenge | 5 | +2 | Kabuki Quantum Fighter | 4 | 0 |
| Dragon Warrior | 5 | 0 | Golf | 4 | -1 | Karate Champ | 4 | 0 |
| Dragon Warrior 2 | 20 | +1 | Golf Challenge Pebble Beach | 3 | -1 | Karate Kid | 4 | 0 |
| Dragon Warrior 3 | 29 | +1 | Golf Grand Slam | 5 | 0 | Karnov | 5 | 0 |
| Dragon Warrior 4 | 35 | +1 | Golgo 13: Top Secret Episode | 4 | 0 | Kick Master | 7 | +1 |
| Dragon's Lair | 9 | 0 | Goonies 2 | 4 | 0 | Kickle Cubicle | 8 | 0 |
| Duck Hunt | 5 | +1 | Gotcha! | 4 | 0 | Kid Icarus | 12 | +1 |
| Duck Tales | 9 | 0 | Gradius | 6 | 0 | Kid Klown | 18 | +1 |
| Duck Tales 2 | 44 | +2 | Great Waldo Search | 10 | 0 | Kid Kool | 6 | 0 |
| Dudes with Attitude | 6 | 0 | Greg Norman's Golf Power | 5 | 0 | Kid Niki | 5 | 0 |
| Dungeon Magic | 5 | +1 | Gremlins 2 | 6 | 0 | King Neptune's Adventure | 39 | 0 |
| Dusty Diamond's All Star Softball | 25 | +1 | Guardian Legend | 5 | 0 | King of Kings | 7 | 0 |
| Dyno Warz | 4 | 0 | Guerilla War | 5 | 0 | King's Knight | 4 | 0 |
| Elevator Action | 5 | 0 | Gumshoe | 5 | 0 | Kings of the Beach | 4 | 0 |
| Eliminator Boat Duel | 7 | +1 | Gun Nac | 29 | +4 | King's Quest 5 | 11 | +1 |
| Empire Strikes Back | 10 | 0 | Gunsmoke | 8 | 0 | Kirby's Adventure | 10 | 0 |
| Everet/Lendel Top Player's Tennis | 4 | 0 | Gyromite | 4 | 0 | Kiwi Kraze | 6 | 0 |
| Excitebike | 7 | 0 | Gyruss | 5 | 0 | Klash Ball | 6 | -1 |
| Exodus | 7 | +1 | Harlem Globetrotters | 5 | 0 | Clax | 4 | -1 |
| F-117a Stealth | 7 | 0 | Hatriss | 11 | 0 | Knight Rider | 4 | 0 |
| F-15 City War | 5 | -1 | Heavy Barrel | 5 | 0 | Krazy Kreatures | 6 | 0 |
| F-15 Strike Eagle | 5 | 0 | Heavy Shreddin' | 4 | 0 | Kriion Conquest | 8 | 0 |
| Family Feud | 7 | 0 | High Speed | 5 | 0 | Krusty's Fun House | 7 | 0 |
| Fantastic Adv. Dizzy (Aladdin) | 30 | +4 | Hogan's Alley | 5 | 0 | Kung Fu | 5 | 0 |
| Fantastic Adventures of Dizzy | 8 | 0 | Hollywood Squares | 5 | 0 | Kung Fu Heroes | 4 | 0 |
| Fantasy Zone | 7 | 0 | Home Alone | 6 | 0 | Laser Invasion | 5 | 0 |
| Faria | 18 | -1 | Home Alone 2 | 4 | 0 | Last Action Hero | 9 | +1 |
| Faxanadu | 4 | 0 | Hook | 5 | 0 | Last Ninja | 8 | +1 |
| Felix the Cat | 10 | -1 | Hoops | 3 | -1 | Last Starfighter | 5 | +1 |
| Ferrari Grand Prix | 5 | 0 | Hot Slots | 649 | -1 | Lee Trevino's Fighting Golf | 4 | 0 |
| Fester's Quest | 3 | -1 | Hudson Hawk | 6 | -1 | Legacy of the Wizard | 4 | 0 |
| Final Fantasy | 13 | 0 | Hunt for Red October | 4 | -1 | Legend of Kage | 4 | 0 |
| Fire and Ice | 35 | +1 | Hydlide | 4 | 0 | Legend of Zelda | 12 | 0 |
| Fire Hawk | 5 | 0 | Ice Climber | 8 | 0 | Legendary Wings | 5 | +1 |
| Fisher Price Firehouse Rescue | 6 | +1 | Ice Hockey | 3 | 0 | Legends of the Diamond | 6 | 0 |
| Fisher Price I Can Remember | 5 | 0 | Ikari Warriors | 5 | 0 | Lemmings | 20 | 0 |
| Fisher Price Perfect Fit | 4 | 0 | Ikari Warriors 2 | 5 | 0 | L'Empereur | 21 | 0 |
| Fist of the North Star | 5 | 0 | Ikari Warriors 3 | 7 | -2 | Lethal Weapon | 8 | 0 |
| Flight of the Intruder | 5 | +1 | Image Fight | 6 | -1 | Life Force | 6 | 0 |
| Flintstones | 10 | +1 | Immortal | 6 | +1 | Linus Spacehead | 18 | 0 |
| Flintstones 2 Surprise Dino Peak | 141 | -1 | Impossible Mission 2 (AVE) | 12 | 0 | Linus Spacehead (Aladdin) | 28 | 0 |
| Flying Dragon | 4 | -1 | Impossible Mission 2 (SEI) | 7 | 0 | Little League Baseball | 7 | 0 |
| Flying Warriors | 4 | +1 | Indiana Jones: Crusade (Taito) | 11 | +1 | Little Mermaid | 6 | 0 |
| Formula One: Built to Win | 6 | -2 | Indiana Jones: Crusade (UBI) | 29 | -6 | Little Nemo | 6 | 0 |
| Frankenstein | 9 | -1 | Indiana Jones: Temple (Mindscp) | 5 | 0 | Little Ninja Brothers | 13 | +1 |
| Freedom Force | 5 | 0 | Indiana Jones: Temple (Tengen) | 6 | 0 | Little Samson | 106 | +5 |

| Title | \$ | Δ | Title | \$ | Δ | Title | \$ | Δ |
|--------------------------------|----|----|---------------------------------|-----|----|----------------------------|----|----|
| Lode Runner | 5 | 0 | Moon Ranger | 45 | 0 | Punch-Out!! | 10 | 0 |
| Lolo | 7 | 0 | Motor City Patrol | 13 | -1 | Punisher | 7 | 0 |
| Lolo 2 | 19 | 0 | Ms Pac-man (Namco licensed) | 24 | +1 | Puss 'N Boots | 6 | 0 |
| Lolo 3 | 27 | +1 | Ms Pac-man (Tengen unlicensed) | 13 | 0 | Puzzle | 7 | -1 |
| Lone Ranger | 9 | +2 | MULE | 10 | -1 | Puzznic | 9 | 0 |
| Loopz | 4 | 0 | Muppet Adventure | 4 | -1 | Pyramid | 8 | 0 |
| Low G Man | 4 | 0 | MUSCLE | 4 | 0 | Q*Bert | 7 | +1 |
| Lunar Pool | 4 | 0 | Mutant Virus | 7 | +1 | Qix | 15 | +1 |
| Mach Rider | 4 | 0 | Myriad 6 in 1 | 985 | 0 | Quattro Adventure | 5 | 0 |
| Mad Max | 5 | 0 | Mystery Quest | 4 | 0 | Quattro Adventure Aladdin | 14 | 0 |
| Mafat Conspiracy | 4 | 0 | NARC | 4 | 0 | Quattro Arcade | 9 | +1 |
| Magic Darts | 6 | 0 | NES Open Golf | 5 | 0 | Quattro Sports | 5 | +1 |
| Magic Johnson's Fast Break | 3 | 0 | NFL Football | 4 | 0 | Quattro Sports Aladdin | 11 | 0 |
| Magic of Scheherazade | 6 | 0 | Nigel Mansell's World Ch.Racing | 6 | 0 | R.B.I. Baseball 2 | 6 | 0 |
| Magician | 9 | 0 | Nightmare on Elm Street | 14 | 0 | R.B.I. Baseball 3 | 7 | +1 |
| Magmax | 4 | 0 | Nightshade | 5 | 0 | R.B.I. Baseball licensed | 6 | +1 |
| Major League Baseball | 3 | 0 | Ninja Crusaders | 6 | -1 | R.B.I. Baseball unlicensed | 8 | 0 |
| Maniac Mansion | 10 | +1 | Ninja Gaiden | 7 | +1 | R.C. Pro-Am Racing | 5 | 0 |
| Mappyland | 5 | 0 | Ninja Gaiden 2 | 6 | 0 | R.C. Pro-Am Racing 2 | 31 | +2 |
| Marble Madness | 5 | 0 | Ninja Gaiden 3 | 20 | +1 | Race America, Alex DeMeo's | 13 | -1 |
| Mario Brothers | 12 | 0 | Ninja Kid | 5 | 0 | Racket Attack | 4 | 0 |
| Mario Is Missing | 16 | +1 | Nobunaga's Ambition | 7 | 0 | Rad Gravity | 5 | 0 |
| Mario's Time Machine | 31 | +5 | Nobunaga's Ambition 2 | 21 | 0 | Rad Racer | 4 | 0 |
| Master Chu and the Drunkard Hu | 19 | +5 | North and South | 18 | 0 | Rad Racer 2 | 4 | 0 |
| Maxi 15 | 36 | 0 | Operation Secret Storm | 36 | 0 | Rad Racket | 28 | 0 |
| MC Kids | 8 | 0 | Operation Wolf | 4 | 0 | Raid 2020 | 12 | 0 |
| Mechanized Attack | 7 | -1 | ORB-3D | 4 | +1 | Raid on Bungeling Bay | 4 | 0 |
| Mega Man | 21 | 0 | Othello | 4 | +1 | Rainbow Islands | 22 | +3 |
| Mega Man 2 | 12 | +1 | Overlord | 6 | 0 | Rally Bike | 6 | 0 |
| Mega Man 3 | 10 | 0 | Pac-Man (Namco) | 11 | +1 | Rambo | 4 | 0 |

Scans for the SNES database! Contact Mario's Right Nut or SuperNESman for details!

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"Collector's Corner"



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| | | | | | | | | |
|--------------------------------|----|-----|---------------------------|-----|----|-------------------------------|----|----|
| Mega Man 4 | 13 | 0 | Pac-Man Tengen licensed | 9 | +1 | Rampage | 6 | 0 |
| Mega Man 5 | 28 | +1 | Pac-Man Tengen unlicensed | 8 | 0 | Rampart | 6 | 0 |
| Mega Man 6 | 19 | 0 | Pac-Mania | 10 | +4 | Remote Control, MTV's | 4 | 0 |
| Menace Beach | 56 | -11 | Palamedes | 4 | 0 | Ren and Stimpy: Buckaroos | 7 | 0 |
| Mendel Palace | 5 | 0 | Panic Restaurant | 59 | +2 | Renegade | 4 | 0 |
| Mermaids of Atlantis | 23 | -1 | Paperboy | 9 | 0 | Rescue: Embassy Mission | 4 | 0 |
| Metal Fighter | 8 | 0 | Paperboy 2 | 10 | 0 | Ring King | 5 | 0 |
| Metal Gear | 7 | 0 | Peek A Boo Poker | 347 | 0 | River City Ransom | 15 | 0 |
| Metal Mech | 5 | 0 | Pestterminator | 22 | +2 | Road Runner | 6 | 0 |
| Metal Storm | 17 | +1 | Peter Pan and the Pirates | 4 | -1 | RoadBlasters | 4 | 0 |
| Metroid | 9 | 0 | Phantom Fighter | 5 | +1 | Robin Hood: Prince of Thieves | 5 | +1 |
| Michael Andretti's World GP | 4 | 0 | Pictionary | 4 | 0 | Robocop | 4 | 0 |
| Mickey Adventure in Numberland | 12 | +1 | Pinball | 4 | 0 | Robocop 2 | 6 | 0 |
| Mickey Mousecapade | 5 | 0 | Pinball Quest | 4 | 0 | Robocop 3 | 10 | +1 |
| Mickey Safari in Letterland | 7 | 0 | Pinbot | 3 | 0 | Robodemons | 13 | +2 |
| Micro Machines | 15 | -1 | Pipe Dream | 5 | 0 | RoboWarrior | 4 | 0 |
| Micro Machines (Aladdin) | 13 | 0 | Pirates! | 12 | 0 | Rock N' Ball | 4 | 0 |
| MIG-29 | 4 | 0 | Platoon | 4 | 0 | Rocket Ranger | 3 | 0 |
| Might & Magic | 18 | +3 | Play Action Football | 3 | 0 | Rocketeer | 3 | 0 |
| Mighty Bombjack | 5 | 0 | Popeye | 7 | 0 | Rockin' Kats | 14 | +1 |
| Mighty Final Fight | 20 | +1 | POW | 4 | 0 | Rocky and Bullwinkle | 5 | +1 |
| Mike Tyson's Punch-Out!! | 16 | +1 | Power Blade | 7 | +1 | Roger Clemens Baseball | 3 | -1 |
| Millipede | 5 | 0 | Power Blade 2 | 65 | +8 | Rollerball | 4 | +1 |
| Milon's Secret Castle | 4 | 0 | Power Punch 2 | 8 | -2 | Rollerblade Racer | 6 | 0 |
| Miracle Piano System | 10 | +1 | P'radikus Conflict | 32 | -4 | Rollergames | 4 | 0 |
| Mission Cobra | 29 | -2 | Predator | 6 | +1 | Rolling Thunder | 4 | 0 |
| Mission: Impossible | 4 | 0 | Prince of Persia | 10 | 0 | Romance o/t Three Kingdoms | 6 | 0 |
| Monopoly | 5 | 0 | Princess Tomato | 25 | +1 | Romance o/t Three Kingdoms 2 | 22 | +5 |
| Monster in My Pocket | 9 | +1 | Pro Sport Hockey | 15 | -2 | Roundball | 5 | 0 |
| Monster Party | 5 | 0 | Pro Wrestling | 4 | 0 | Rush N' Attack | 4 | 0 |
| Monster Truck Rally | 9 | 0 | Pugsley's Scavenger Hunt | 15 | +3 | Rygar | 6 | 0 |

| Title | \$ | Δ | Title | \$ | Δ | Title | \$ | Δ |
|--------------------------------|------|------|------------------------------------|----|----|----------------------------------|----|----|
| SCAT | 19 | +3 | Super Glove Ball | 3 | 0 | Twin Cobra | 4 | 0 |
| Secret Scout | 54 | 0 | Super Mario Brothers | 6 | +1 | Twin Eagle | 5 | 0 |
| Section Z | 4 | 0 | Super Mario Brothers 2 | 13 | 0 | Ultima: Exodus | 4 | 0 |
| Seicross | 4 | +1 | Super Mario Brothers 3 | 13 | +1 | Ultima: Quest of the Avatar | 8 | -1 |
| Sesame Street 1-2-3 | 4 | 0 | Super Mario/Duck Hunt | 6 | 0 | Ultima: Warriors of Destiny | 20 | +1 |
| Sesame Street 1-2-3/A-B-C | 6 | 0 | Super Mario/Duck Hunt/WCTM | 5 | 0 | Ultimate Air Combat | 12 | -1 |
| Sesame Street A-B-C | 4 | 0 | Super Pitfall | 6 | 0 | Ultimate Basketball | 3 | 0 |
| Sesame Street Countdown | 6 | 0 | Super Spike V'Ball | 4 | 0 | Ultimate League Soccer | 14 | +1 |
| Shadow of the Ninja | 9 | +1 | Super Spike V'Ball/World Cup | 4 | 0 | Ultimate Stuntman | 6 | +1 |
| Shadowgate | 6 | 0 | Super Sprint | 4 | 0 | Uncharted Waters | 20 | +1 |
| Shatterhand | 7 | 0 | Super Spy Hunter | 9 | +1 | Uninvited | 16 | -1 |
| Shingen the Ruler | 5 | +1 | Super Team Games | 5 | +1 | Untouchables | 6 | 0 |
| Shinobi | 8 | +1 | Superman | 8 | 0 | Urban Champion | 4 | 0 |
| Shockwave | 8 | 0 | Swamp Thing | 11 | +5 | Vegas Dream | 3 | 0 |
| Shooting Range | 8 | 0 | Sword Master | 16 | -2 | Venice Beach Volleyball | 6 | 0 |
| Short Order/Eggsplode | 6 | 0 | Swords & Serpents | 4 | 0 | Vice: Project Doom | 6 | 0 |
| Side Pocket | 4 | 0 | T&C Surf Design | 4 | 0 | Videomation | 4 | 0 |
| Silent Assault | 12 | 0 | T&C Surf Design 2 Thrillas Surfari | 7 | +1 | Vindicators | 4 | +1 |
| Silent Service | 3 | 0 | Taboo: The Sixth Sense | 3 | 0 | Volleyball | 4 | 0 |
| Silk Worm | 4 | 0 | Tag Team Wrestling | 3 | 0 | Wacky Races | 24 | 0 |
| Silver Surfer | 7 | 0 | Tagin' Dragon | 27 | +7 | Wall Street Kid | 4 | 0 |
| Simpsons: Bart vs. The World | 6 | 0 | Talespin | 5 | 0 | Wally Bear and the No! Gang | 13 | +1 |
| Simpsons: Radioactive Man | 9 | 0 | Target: Renegade | 4 | 0 | Wario's Woods | 13 | +1 |
| Simpsons: Space Mutants | 5 | 0 | Tecmo Baseball | 4 | 0 | Wayne Gretzky Hockey | 4 | 0 |
| Skate or Die | 4 | 0 | Tecmo Bowl | 7 | 0 | Wayne's World | 23 | 0 |
| Skate or Die 2 | 5 | 0 | Tecmo Cup Soccer | 14 | 0 | WCW: World Champ. Wrestling | 5 | 0 |
| Ski or Die | 5 | 0 | Tecmo NBA Basketball | 6 | 0 | Werewolf | 4 | 0 |
| Skull and Crossbones | 5 | 0 | Tecmo Super Bowl | 15 | +1 | Wheel of Fortune | 4 | 0 |
| Sky Shark | 4 | 0 | Tecmo World Wrestling | 5 | 0 | Wheel of Fortune: Family Edition | 4 | 0 |
| Skykid | 6 | 0 | Teenage Mutant Ninja Turtles | 5 | 0 | Wheel of Fortune: Junior Edition | 4 | 0 |
| Slalom | 4 | 0 | Teenage Mutant Ninja Turtles 2 | 9 | 0 | Wheel of Fortune: Vanna White | 5 | 0 |
| Smash TV | 5 | 0 | Teenage Mutant Ninja Turtles 3 | 14 | 0 | Where in Time/Carmen Sandiego | 5 | 0 |
| Snake Rattle 'N Roll | 6 | 0 | Teenage Mutant Ninja Turtles TF | 27 | +1 | Where's Waldo? | 6 | 0 |
| Snake's Revenge | 7 | 0 | Tennis | 4 | 0 | Who Framed Roger Rabbit? | 5 | 0 |
| Snoopy's Silly Sports | 6 | 0 | Terminator | 7 | +1 | Whomp 'Em | 6 | +1 |
| Snow Brothers | 57 | +2 | Terminator 2: Judgement Day | 5 | 0 | Widget | 8 | 0 |
| Soccer | 4 | 0 | Terra Cresta | 7 | 0 | Wild Gunman | 9 | 0 |
| Solar Jetman | 4 | +1 | Tetris (Nintendo licensed) | 6 | 0 | Willow | 6 | +1 |
| Solitaire | 16 | -2 | Tetris (Tengen unlicensed) | 35 | +1 | Win, Lose or Draw | 4 | 0 |
| Solomon's Key | 5 | 0 | Tetris 2 | 6 | 0 | Winter Games | 4 | 0 |
| Solstice | 4 | 0 | Three Stooges | 6 | 0 | Wizardry | 5 | 0 |
| Space Shuttle | 7 | 0 | Thunder and Lightning | 7 | 0 | Wizardry 2: Knight of Diamonds | 14 | 0 |
| Spelunker | 5 | -1 | Thunderbirds | 4 | 0 | Wizards & Warriors | 5 | 0 |
| Spider-Man: Sinister Six | 7 | -1 | Thundercade | 4 | 0 | Wizards & Warriors 3 | 10 | 0 |
| Spiritual Warfare | 10 | +1 | Tiger Heli | 4 | 0 | Wolverine | 7 | 0 |
| Spot | 5 | +1 | Tiles of Fate | 9 | 0 | World Champ | 9 | 0 |
| Spy Hunter | 4 | 0 | Time Lord | 3 | 0 | World Class Track Meet | 5 | 0 |
| Spy vs. Spy | 5 | 0 | Times of Lore | 11 | +1 | World Cup Soccer | 4 | 0 |
| Sqoon | 11 | -1 | Tiny Toon Adventures | 7 | 0 | World Games | 4 | 0 |
| Stack Up | 22 | +1 | Tiny Toon Adventures 2 | 8 | 0 | Wrath of the Black Manta | 3 | 0 |
| Stadium Events | 1615 | +238 | Tiny Toon Cartoon Workshop | 5 | 0 | Wrecking Crew | 6 | -1 |
| Stanley | 8 | 0 | To The Earth | 4 | 0 | WURM | 5 | 0 |
| Star Force | 5 | -1 | Toki | 11 | +1 | WWF King of the Ring | 8 | 0 |
| Star Soldier | 4 | +1 | Tom and Jerry | 7 | 0 | WWF Steel Cage | 4 | -1 |
| Star Trek: 25th Anniversary | 7 | 0 | Tom Sawyer | 5 | 0 | WWF Wrestlemania | 3 | 0 |
| Star Trek: The Next Generation | 13 | 0 | Tombs and Treasure | 9 | 0 | WWF Wrestlemania Challenge | 5 | 0 |
| Star Voyager | 4 | 0 | Toobin' | 8 | +1 | Xenophobe | 4 | 0 |
| Star Wars | 8 | -1 | Top Gun | 3 | 0 | Xevious | 3 | -1 |
| Starship Hector | 5 | +1 | Top Gun 2 | 3 | 0 | Xexyz | 4 | 0 |
| StarTropics | 5 | +1 | Total Recall | 4 | 0 | X-Men | 6 | 0 |
| Stealth | 3 | 0 | Totally Rad | 5 | +1 | Yo! Noid | 6 | 0 |
| Stinger | 5 | 0 | Touchdown Fever | 6 | 0 | Yoshi | 6 | 0 |
| Street Cop | 14 | 0 | Toxic Crusader | 8 | 0 | Yoshi's Cookie | 6 | +1 |
| Street Fighter 2010 | 5 | 0 | Track and Field | 5 | 0 | Young Indiana Jones | 13 | +1 |
| Strider | 4 | 0 | Track and Field 2 | 4 | 0 | Zanac | 5 | 0 |
| Stunt Kids | 29 | +1 | Treasure Master | 6 | +1 | Zelda 2: The Adventure of Link | 9 | 0 |
| Sunday Funday | 54 | -2 | Trick Shooting | 6 | 0 | Zen Intergalactic Ninja | 9 | 0 |
| Super C | 12 | 0 | Trog | 5 | 0 | Zoda's Revenge: StarTropics 2 | 6 | 0 |
| Super Cars | 8 | 0 | Trojan | 4 | 0 | Zombie Nation | 31 | +5 |
| Super Dodge Ball | 11 | 0 | Trolls on Treasure Island | 12 | 0 | | | |

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